Wolf Folk

A 5e Player Race by DM Tuz

DM TUZ

Wolf Folk

"I will be by your side, always!"

Originating from a venerable people hailing from the world's boreal forests, the wolf folk have successfully established themselves across the world. Their cultures are numerous and diverse which are testament to the wolf folk's ability to adapt and succeed in almost any given environment.

Over their long and colorful history, many distinct offshoots of the wolf folk emerged. Despite their differences and unique dispositions, certain recurring innate traits to their kind can be observed again and again that paved their way to success.

Wolf folk combine traits of both canines and humanoids, featuring a humanoid frame and animalistic senses. Despite their bestial appearance, wolf folk are no warmongering people. This does not mean that they are not defenseless. Wolf folk can show a great capacity for ferocity when pushed, especially when protecting themselves or their community.

Perhaps the trait that was the greatest contributor to their success upon the world's stage is their sociability. Unhampered by biases and open minded, wolf folk are willing to meet and cooperate with any folk encountered. Regardless if strange, imposing, or complex, the wolf folk have yet to meet a people in the world they have not mingled with, or at least attempted to.

With their social tendencies, wolf folk commonly strife to excel within the communities they inhabit. How they do so might differ greatly from wolf folk to wolf folk. While one wolf folk might be complacent with their given position and willing to perform reliably as a cog in a greater machine, some more headstrong individuals might aim to rise their ranks to a leadership position from where they hope to do more good for their community.

Loyal Packmates

Since their earliest history, wolf folk were reliant on each other to survive in their harsh ancestral homes. This wisdom endured and was passed down from generation to generation, becoming ingrained into the very being of the wolf folk. This understanding of packbonding transcends racial limits and as such, the wolf folk have become an open and welcoming people to anyone willing to earn their favor.

This wisdom is the source of the wolf folk's sociability and people that secured a wolf folk's loyalty know them to be reliable companions for life. A wolf folk will go to great lengths to ensure the safety of other members of their group and become heavily invested in their doings. To some a wolf folk's behavior might be seen as overbearing or intrusive, while others will see them as the truest friend one can have.

Wulf
Artwork by QueenChikkibug

Wolf Folk Names

Because of the Wolf Folk's diversity, their names can vary depending on breed or place of birth. As Doggos commonly adopt names common within their communities, Hell Hounds are known to adopt names of infernal origin. Wulfes on the other hand choose their names based on sylvan and their own ancient dialect of common.

Male Name Examples:
Alyn, Brygg, Cole, Dru, Efan, Gavin, Hadew, Idwal, Jelkin, Keeth, Llewin, Morgaun, Nye, Owayn, Penrod, Rychar, Sulfyn, Trevyr, Urien, Vaughn, Waltyr, Yow, Zaradol

Female Name Examples:
Aish, Bhisma, Chandra, Dorri, Ezlyn, Fayru, Ghaliya, Heshifa, Ilnam, Jennah, Kaya, Lifah, Mohoa, Nadira, Oolma, Pahije, Qabala, Raijah, Sobohi, Tahmeen, Unczu, Vishih, Waad, Xayah, Yahl, Zhafir

Doggo
Artwork by QueenChikkibug

Wolf Folk Traits

As a wolf folk, you possess innate traits and capabilities.

Ability Score Increase. Increase one ability score by 2 and increase a different one by 1, or increase three different ability scores by 1.

Age. Wolf folk reach maturity at 16 years of age and live up to a century.

Size. Wolf folk's sizes can range widely from breed to breed. Typically they are between 4 and 6 feet tall. Your size is medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common, and another language of your choice.

Bite. Your sharp teeth make your bite a powerful weapon for unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier.

Canine Senses. You have advantage on Investigation, Perception, and Survival checks that rely on smell.

Packmate. When an allied creature attacks a creature that is within 5 ft. of both yourself and the attacking ally, you can use a reaction to grant that creature advantage on the attack roll. To use this trait, you must see both creatures.

Subraces. Choose one of the following subraces: Blinky, Doggo, Hell Hound, or Wulf.

Doggo

Doggos have become the most numerous of the Wolf Folk over the recent years, as they have flourished within the urban landscapes of the world. While most would rather refer to them as the wolf folk's distant cousins because of their contrasting disposition, they are wolf folk through and through.

These common city dwellers are known to be amicable and devoted members of any community they mingle in. Their charming and outgoing nature makes sure that they often find themselves in the center of attention of social events and are generally considered welcome wherever they go.

Charming. You are proficient in Performance or Persuasion.

Helpful Ally. On your turn, you can use a bonus action to use the help action. You can use this trait a number of time equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Quality Time. When you take a short or long rest you can choose another allied creature that is resting. You spend parts of the rest in jovial conversation, play, or other similar uplifting activities. At the end of the rest you and the allied creature gain temporary hit points equal to your level + your Charisma modifier that remain until you finish a long rest. As long as a creature has temporary hit points gained from this trait, they have advantage on saving throws against being charmed or frightened.

Hell Hound

In times past the infernal forces became aware of the wolf folk as valuable servants due to their loyal nature. Hell Hounds descend from wolf folk that were enlisted into service of infernal lords.

The Hell Hound's infernal heritage is still present to this day, which comes with unfortunate stigmas. As such many Hell Hounds have adapted a defensive stance in anticipation of hasty judgment of others, or embraced the fear they command. While Hell Hounds still retain the loyalty prominent in their species, they will find themselves often challenging and test the leadership of authority and take command if they deem it lacking.

Bully. You are proficient in Athletics or Intimidation.

Fiend. Your creature type is fiend instead of humanoid (the material world is still considered your home plane) and you can read and write Infernal.

Fire Resistance. You are resistant to fire damage.

Flame Bark. When you attack with your bite, you can choose to have your attack deal fire damage instead of piercing damage. Additionally, when you hit with a bite attack, you can deal 2d6 extra fire damage. This damage increases by 1d6 when you reach 5th level (3d6), 11th level (4d6), and 17th level (5d6).
You can deal extra fire damage a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Wulf

Wulfes are the original wolf folk, originating from the dark forests and harsh northern tundras. People often mistake Wulf as a skittish and cold people. The Wulf are indeed generally reserved and prefer to carefully evaluate a situation from afar before taking action, but this stand-offish disposition was key for their initial survival within their ancestral wilderness. Once overcoming this initial hurdle, one is bound to experience genuine care and warmth from a Wulf and will find a loyal companion for all times.

Wulfes are often found as vagabonds or settled in the world's frontiers. Communities or groups that managed to earn the loyalty of a Wulf will find them becoming an invaluable part of it, as wolf folk tend to do. Wulfes who do not find connections in the civilized world travel inseparable groups with their kin. Folk often call Wulfs belonging to these 'packs' feral, as these packs can become problems for isolated communities within their territory.

Crushing Bite. Your bite deals piercing damage equal to 1d8 + your Strength modifier.

Hunter's Stride. You have a +5 ft. bonus to your speed.

Survivor. You are proficient in Perception or Survival.

Takedown. When you attack a creature that is within 5 ft. of one of your allies that is not incapacitated you can gain advantage on the attack. When the attack hits, the attack deals an additional amount of damage equal to your proficiency modifier. If your attack is a melee weapon attack, the creature must succeed a Strength saving throw or be knocked prone. The DC is equal to 8 + your Strength modifier + your proficiency modifier. Once you do so, you can't do so again until you roll for initiative again or you have finished a short or long rest.

Hell Hound
Artwork by QueenChikkibug

Blinky

As the early wolf folk began to spread across the world, many of them sought out distant places as new hunting grounds. Settling far into unexplored territories and wilderness, some of the wolf folk were bound to find fey sooner or later. The most curious of these wolf folk would begin to seek out entrances into the fey world to explore and made a new home out of this fantastic realm.

Blinkies are the descendants of the ones who wandered off into the world of fey. Over generations, the Blinky became more and more in tune with the new land they inhabited, and harnessed the abundant magic around them. As the realm of the fey was a treacherous place Blinkies became a careful and fickle people, which manifested their new innate magic in the form of short range teleportation.

Despite their skittish disposition, Blinkies retained the same curiosity that once brought them into the fantastical lands of fey. And it is this curiosity which leads groups of Blinky back into the material world which they are keen to rediscover.

Blink. You can use an action or bonus action to teleport along with any equipment you are wearing or carrying up to an amount of feet equal to half of your movement speed to an unoccupied space that you can see. You can do so an amount of times equal to your proficiency bonus before you have to finish a long rest to do so again. When using this feature, you can expend two uses of this feature to double the distance that you can teleport.

Fey. Your creature type is fey instead of humanoid (the material world is still considered your home plane) and you can read and write Sylvan.

Illusive. You are proficient in Deception or Stealth.

Blinky
Artwork by QueenChikkibug

Check out these other Player Races!
Aside from the Wolf Folk I also have created 2 other player races: the *Lamia*, ambitious snake folk who are so often misunderstood, and the *Slime Folk*, affable oozelike humanoids that want to experience what the world has to offer and make new friends.

Wolf Folk Unique Feats

Wolf Folk characters have access to unique feats when they level up in a class. Some DMs allow the use of feats to further customize a character, see chapter 6, "Customization Options", of the Player's Handbook.

The following special feats allow your character to expand upon their innate abilities, as each feat represents an evolution of your character's nature and traits.

Lycan Mark

Prerequisite: Wolf Folk

You tap deeper into the powers innate to your Wolf Folk kin, unlocking animalistic traits for you to channel. You gain the following bonus:

- Increase your one Ability scores by 1.
- Your bite is treated as magical for the purpose of overcoming resistances.
- Your claws become weapons for unarmed strikes. If you hit with it, you deal slashing damage equal to 1d4 + your Strength modifier. Whenever you hit a creature with a bite attack during your turn, you can use a bonus action to make an attack with your claws against the same creature until the end of your turn.
- Whenever you use your Packmate trait, your next attack roll targeting the same creature your ally attacked has advantage before the end of your next turn.

Blinky's Gambit

Prerequisite: Wolf Folk (Blinky)

You learned to utilize your short range teleportation abilities in combat with great effect. With a simple feint you teleport yourself into an advantageous position to strike your foe. You gain the following bonus:

- Increase your Dexterity or Wisdom score by 1.
- You can use your Blink trait one additional time before you have to finish a long rest to use it again.
- When a creature targets you with an attack, you can use a reaction to expend one use of your Blink trait to impose disadvantage on the attack. If this causes the attack to miss you can teleport along with any equipment you are wearing or carrying up to an amount equal to half of your movement speed to an unoccupied space that you can see. Once you teleport your next attack roll against the triggering creature has advantage.

Everyone's Best Friend

Prerequisite: Wolf Folk (Doggo)

The gift that is you must be shared among all your friends. You learned how to effectively spread joy and levity among your allies during short moments of much needed respite. You gain the following bonus:

- Increase your Constitution or Charisma score by 1.
- You can choose additional creatures to spend Quality Time with. You can add an additional amount of creatures equal to your proficiency modifier. If you spend Quality Time with more than one creature, you and the other creatures gain temporary hit points equal to half your level (rounded up) + your Charisma modifier instead.
- Whenever you use your helpful ally trait, the creature you help can get temporary hit points equal to your Charisma modifier (minimum 1).

Infernal Fury

Prerequisite: Wolf Folk (Hell Hound)

The roaring fires of hell still burn within your heart waiting to be unleashed in battle. You gain the following bonus:

- Increase your Strength or Charisma score by 1.
- You can choose to use your Dexterity or Charisma in place of your Strength when making a bite attack. Additionally, your bite attack deals an additional 1d4 fire damage.
- Whenever a creature deals damage to you that is within range of your bite, you can use a reaction to make a bite attack against the triggering creature.
- Anytime a creature scores a critical hit against you, you gain an one bonus use of your Flame Bark trait to deal extra fire damage until the end of your next turn.

Predator Tactics

Prerequisite: Wolf Folk (Wulf)

To you the hunt has become a well choreographed dance for you to conduct. You learn to capitalize on openings created by your pack to take down even the greatest foes. You gain the following bonus:

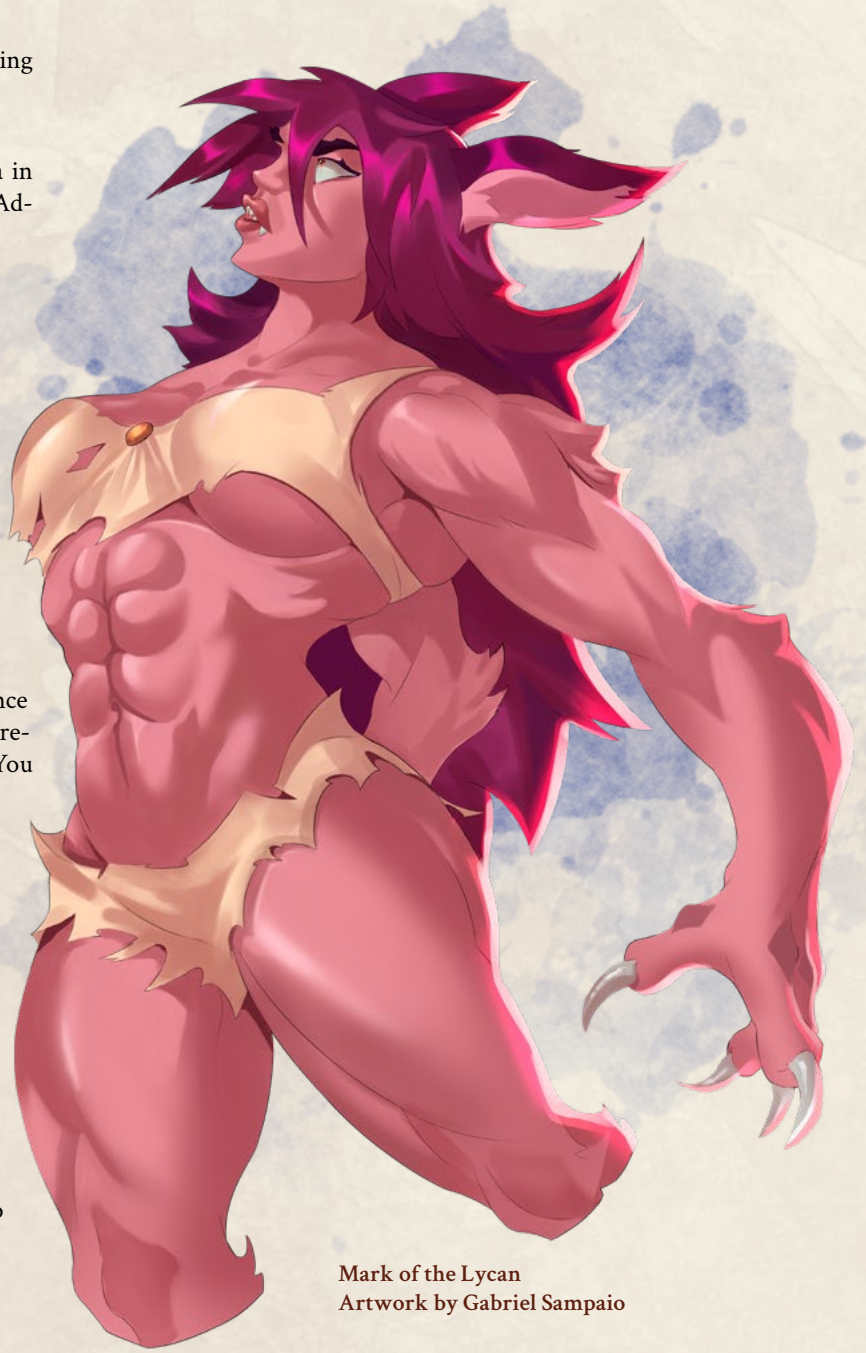
- Increase your Strength, Dexterity or Wisdom score by 1.
- When an ally hits a creature within 5 ft. of yourself with an attack, you can use a reaction to make a melee weapon attack against the same creature.
- You can now use your takedown outside of your own turn, when you use your reaction to attack.
- After you roll for Initiative, you can lower your own Initiative to the same as another allied creature within 30 ft. of yourself lower in the initiative order than yourself, allowing you to take your turn immediately after the allied creature. You can't do so if you are incapacitated or suprised.

Therapy Dog

Prerequisite: Wolf Folk (Any)

You have developed a heightened sense of empathy and can almost instinctually tell if one of your allies is in emotional distress. As long as you are there, you will help them to bear their emotional burdons. You gain the following bonus:

- Increase your Charisma or Wisdom score by 1.
- You gain proficiency in Insight. If you are proficient in that skill you gain expertise instead.
- As long as an allied creature is within 10 ft. of you and can see or feel you, the allied creature has advantage against being charmed or frightened.
- Whenever you use your help action on an ally that is either charmed or frightened, it repeats the saving throw against the condition, ending it on a success (using the same DC as the original effect if applicable). If the ally is not charmed or frightened, it has advantage on saving throws against being charmed or frightened until the beginning of your next turn.



Mark of the Lycan
Artwork by Gabriel Sampaio

My Other Works

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Horrors of the Dark - A complete bestiary fan adaptation of Red Hook Studio's *Darkest Dungeon*

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Unbound Monsters: Slaughterhouse Horrors - A small collection of horrific monsters given as a free sample of my patreon exclusive monsters

Tuz's Fearsome Foes - A set of unique foes designed to be the centerpiece of a one shot monster hunt, or a longer story, such as the notorious Rat Pile, or Gemhide, the White Bulette.

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